PlayStation™

NTSC U/C

PlayStation™

NHL® FACE OFF™

KIDS TO ADULTS
T
CONTENT RATED BY ESRB

SCUS-94504
94504

OFFICIAL LICENSED PRODUCT · PRODUIT LICENCIÉ OFFICIEL · NHL

NHLPA

SONY
COMPUTER ENTERTAINMENT™

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

HINT LINE
Hints are available:
Within the US: **1-900-933-SONY** (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.15 per minute live representative assistance
$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE
1-800-345-SONY
(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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Our news is always hot! Visit our website and find out what's happening at Sony – new titles, new products and fresh tidbits about the Sony PlayStation™ game console.

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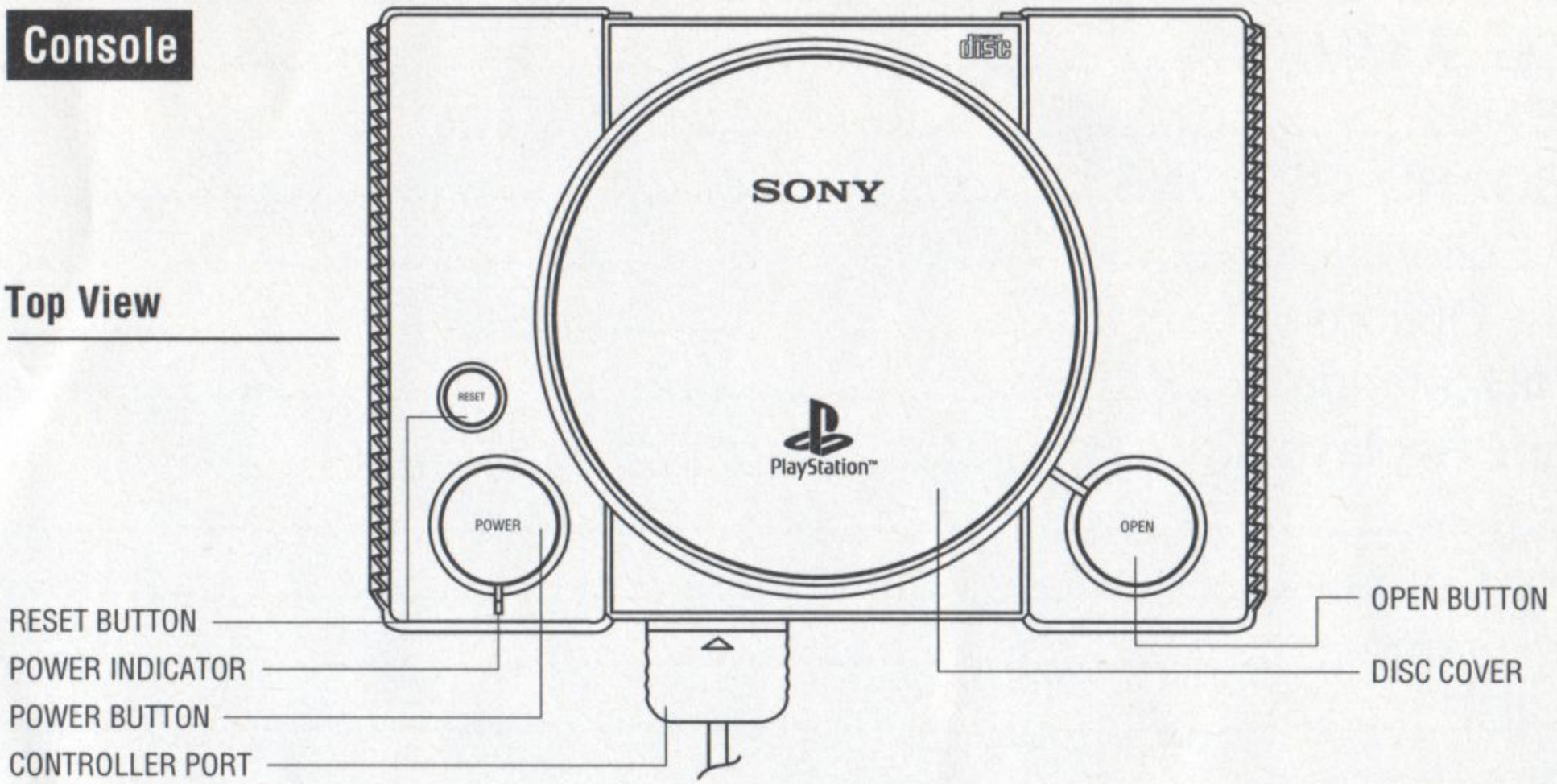
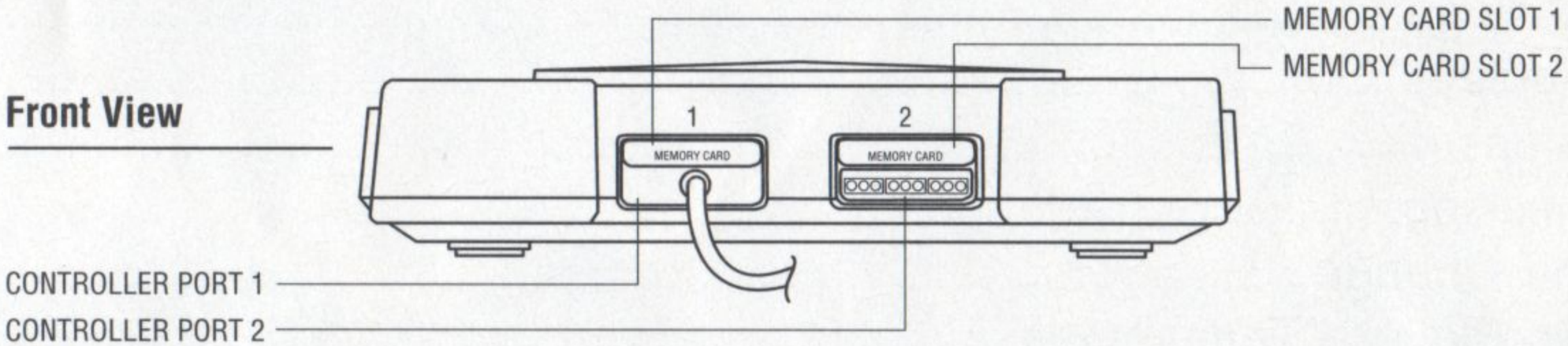
STARTUP INFORMATION

Console

Top View



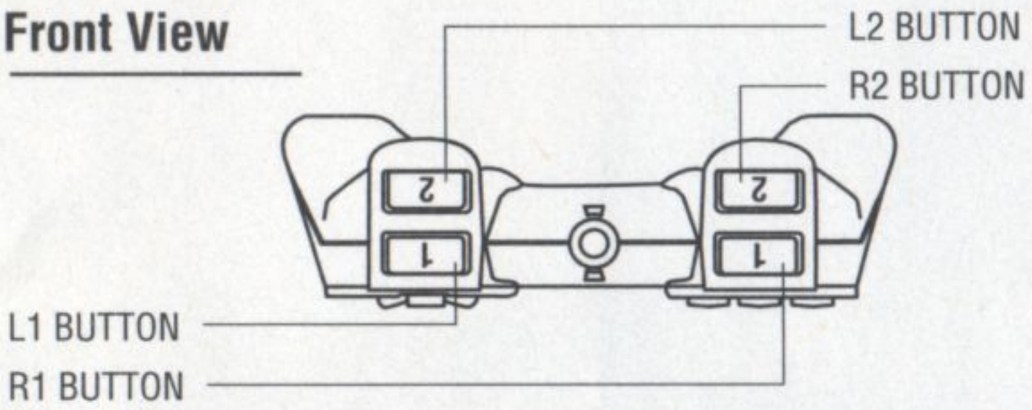
Front View



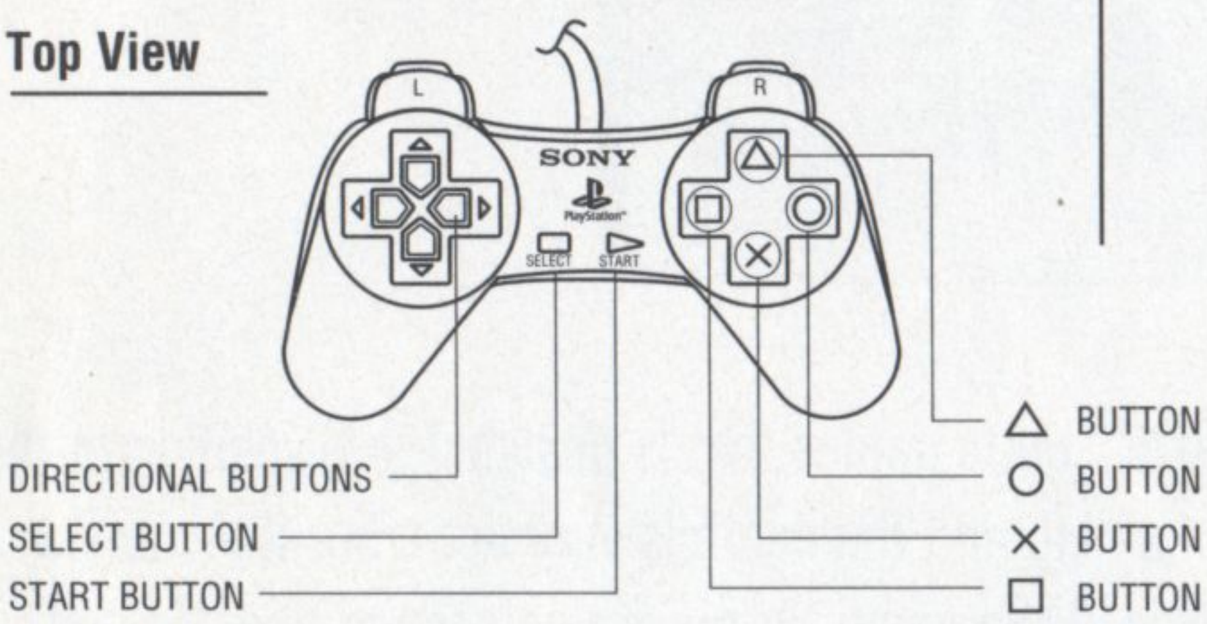
Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NHL® FACE OFF™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Controller

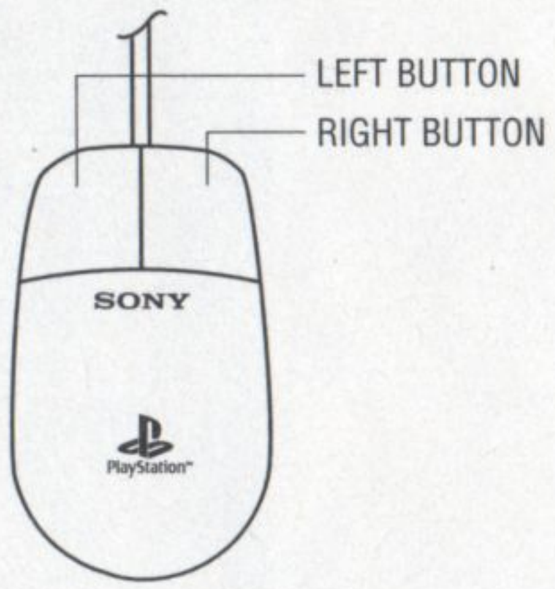
Front View



Top View



Mouse



WELCOME TO NHL FACE OFF

NHL FACE OFF is one of new generation of CD-ROM sports games that is destined to revolutionize the video game industry. Not only are the graphics stunning and the controls very tight, but the camera work is unparalleled. Sony's developers have designed the game for maximum ease of use. Most of the menu interface controls are listed on the appropriate screens, and the manual outlines and explains all the game and menu controls. Study the tables below to familiarize yourself with the basics, and then head straight for the ice. If you have questions about the function of a particular area of the game, consult the manual for further instructions.

CONTROL SUMMARY

OFFENSE

Direction Arrows	△ Button	⊗ Button	□ Button	○ -Button
skate	line change box	shoot	pass	face off

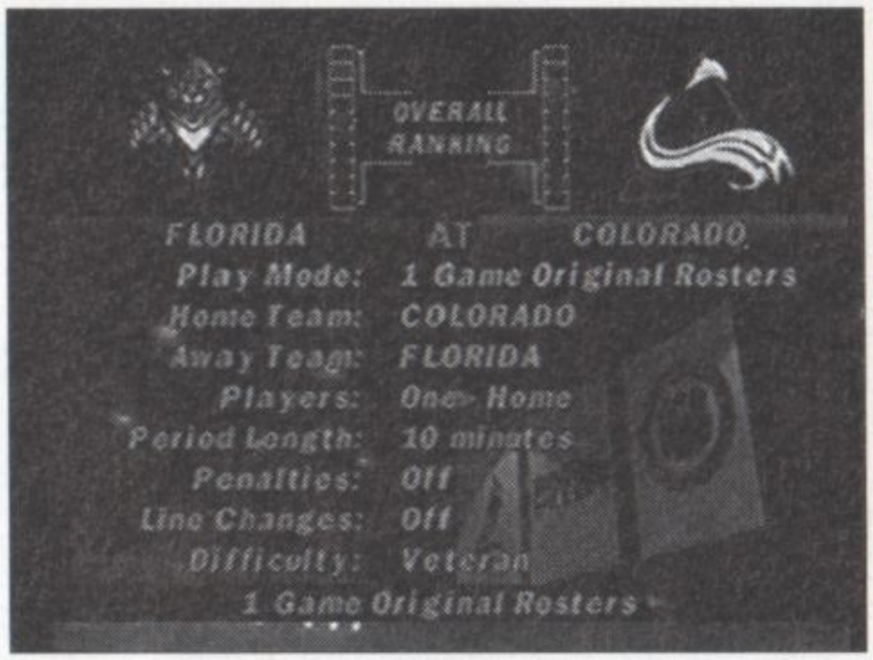
DEFENSE

Direction Arrows	□ Button	○ -Button	R1/R2	L1/L2
skate	activate man closest to puck	body check/ speed burst	cross check/ speed burst	poke check/ speed burst

MANUAL GOALIE

Direction Arrows	R1/R2	L1/L2
skate	glove save/ block save	kick save

Main Menu



Use the **up/down** directional arrows to move the white highlight up and down the menu, and use the **left/right** directional arrows to change the setting. To exit the Main menu, press **START**.

Play Mode

There are three basic play modes: 1 Game, Season, and Playoffs. 1 Game mode offers a choice between playing with the Original Rosters or the Revised Rosters. Season mode allows you continue a saved season or begin an new one. Playoff mode offers a choice between single elimination and best of seven series, and it also allows you to continue a saved playoff series.

In addition, the Play mode line accesses the Create Player, Trade Players, Release Player, and Sign Free Agent screens.

Team

You'll notice there are two Team lines: Player 1 and Player 2 in the Season and Playoff modes, Home Team and Away Team in 1 Game and the three roster revision modes.

In Season and Playoff modes, Player 1 determines which team he or she controls, and the schedule determines Player 2's team. In the other modes, Controller 1 controls the Home Team and Controller 2 controls the Away Team.

PLAYERS

In Season and Playoff modes, where Player 1 selects his or her Team, the schedule determines who's home and who's away for each game. The following Players options are available: One Player, Two Player -Teammates, and Two Player Head-to-Head.

In the other modes, you can choose which player(s) is home or away: One - Home, One - Visitor, Two - Teammates Home, Two - Teammates Visitor, Two - Head to Head, and Demo. In Two - Head to Head mode, Controller 1 operates the Home team.

PERIOD LENGTH

Make sure you set the period length before you begin. The seconds tick off in double time. Once you start the game, you can't change the period length.

PENALTIES

You can have penalties On, Off, or On Except Offsides. When penalties are On, the referees call them as they see them. When penalties are Off, anything goes. When Penalties are On Except Offsides, you don't have to worry about when you skate or pass the puck across the blue line.

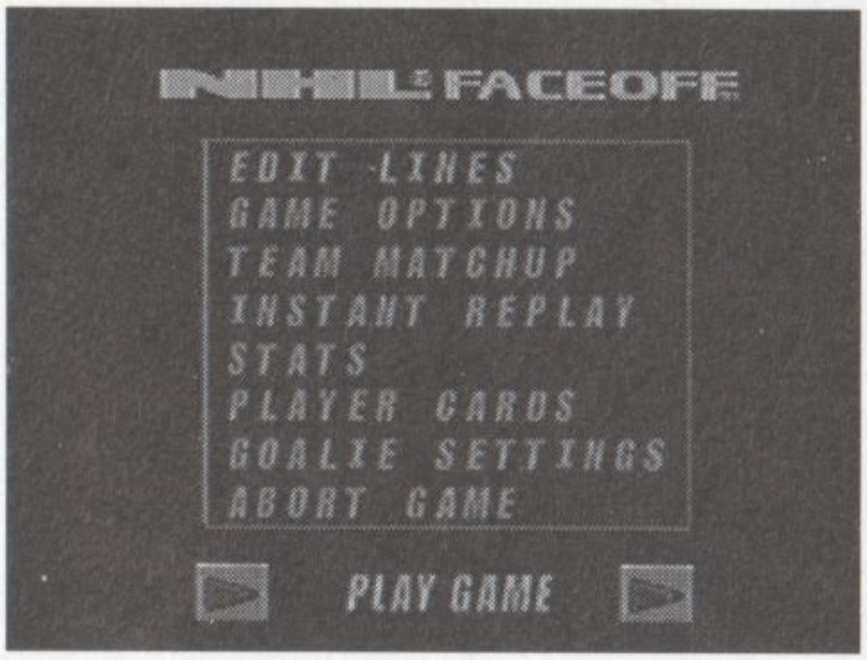
LINE CHANGES

When Line Changes are On, you're responsible for assessing the strength of your lines and inserting them at strategic moments during the game. When Line Changes are Auto(matic), the computer substitutes lines for you, keeping the freshest line, but not necessarily the best players, on the ice. When Line Changes are Off, your first line (Scoring Line 1) remain on the ice for the whole game, except during power play and shout-handed situations.

DIFFICULTY

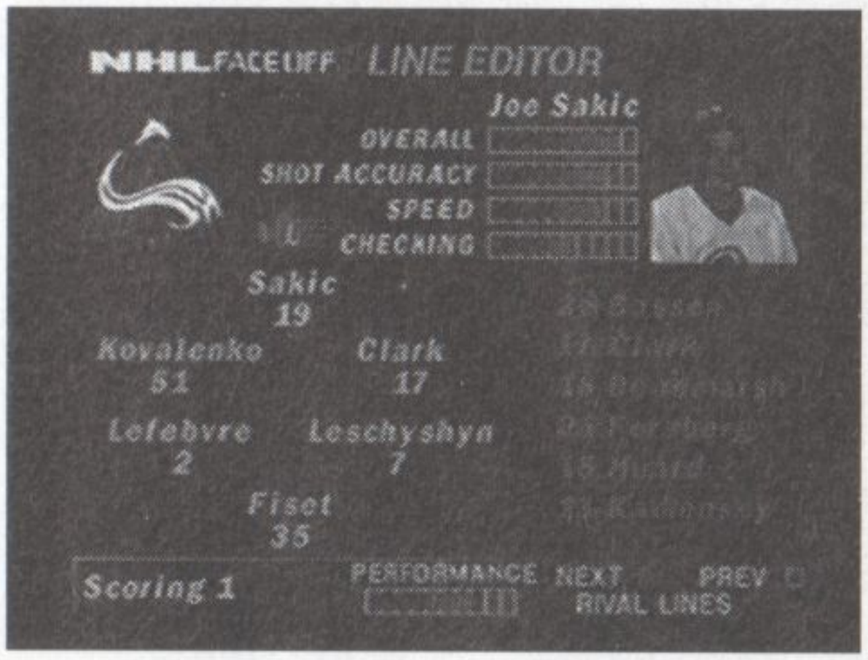
There are three distinct difficulty levels: Rookie, Minors, and Pro. We recommend that you play at the Rookie level until you get the hang of the game. In the unlikely event that you get so good that even Pro level seems easy, you can always play with one of the weakest teams against one of the strongest teams.

Scoreboard Options



Use the **up/down** directional arrows to move the white highlight up and down the menu, and press ⊗ to select the highlighted item. To exit the menu, press **START**. To start the game, press **STAR**T again.

Line Editor



- To cycle through the lines, press the ◯ or □ buttons. You can also use the finger buttons.
- To highlight a player for substitution, press the **up/down** directional arrows.
- The substitute the highlighted player, first press ⊗. Now, use the up/down directional arrows to highlight the player you want to take his place, and then press ⊗ again.

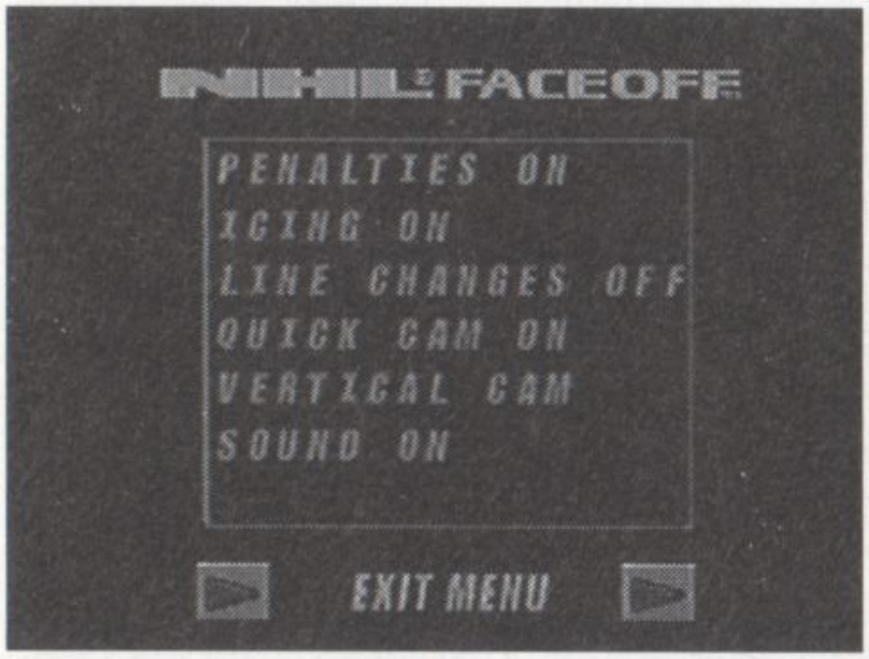
The default lines of each team reflect those of the actual 1995-96 NHL teams. The Line Editor enables you to make changes to those lines.

The name of the line appears in the lower left corner of the screen, and the players in that line appear in the window above. Notice that the player names are arranged in a diamond. The player at the top is the Center, the two players beneath him are the Wingmen, left and right respectively. The two players beneath those are the Defensemen, and the player at the bottom is the Goalie.

Notice that each time you highlight a player, the list on the right changes to present all the players available at the highlighted player's position. An 'O' next to a player's name indicates that that player is already "On the Ice."

Note that the abilities of the selected player, and the overall performance level of the selected line, appear in their appropriate positions on the screen.

GAME OPTIONS



- To highlight a setting, press the **up/down** directional arrows.
- To change the highlighted setting, press **left/right** and the directional arrows.

The Game Options screen enables you to change some of the settings available on the Main menu, as well to make additional choices outlined below.

You can access the Game Options at any time during the game.. The options explained below are only those not already found on the Main menu.

AUTO GOALIE

The computer controls the goalie. No manual override control.

MANUAL GOALIE

You can override computer control on any shot one goal.

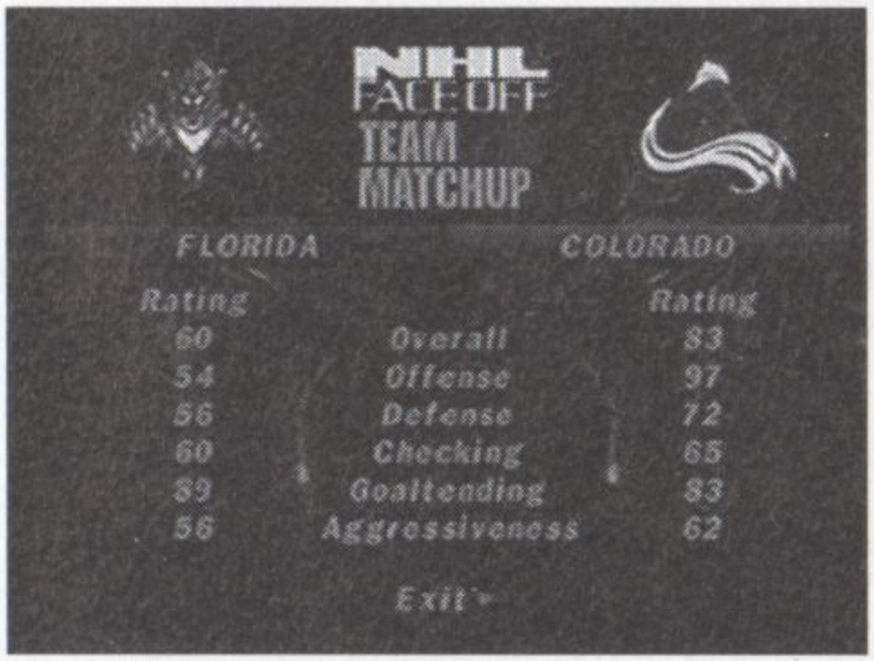
CAMERAS
Select which camera you wish to use throughout the game.

QUICK CAM
With Quick Cam On, you can change views with the **SELECT** button during game play.

SOUND OFF
No on-ice or menu sounds.

SOUND ON
Sound effects.

TEAM MATCHUP



- To return to the Options menu, press **START**.

The Team Matchup screen displays a numerical comparison of the two opposing teams in six important areas. The highest possible rating in a given area is 99.

Instant Replay

- To rewind the tape, press □.
- To play the tape at normal speed, press ⊗.
- To advance the tape frame-by-frame, press ○.

The Instant Replay screen enables you to view the game tape from virtually any perspective. The puck-carrier is identified by name and number in the upper right corner of the screen

The △ button cycles through the three different cameras: Goal Cam, Replay Cam, and Game Cam. The **SELECT** button changes the camera views within each camera type.

Stats

The computer keeps track of the game stats, individual player stats, and the team stats. Game stats are updated continuously, so when you check them during a game you can be sure they're accurate.

GAME STATS

The home team's stats appear on the right and the visiting team's appear on the left. Press the **left/right** directional arrows to cycle through the individual period stats.

PLAYER STATS

Individual player stats appear by team. To display the opposing team's player stats, press the left/right directional arrows. To scroll down the roster list, press the up/down directional arrows.

TEAM STATS

The Team stats screen displays the current season stats. When you're playing in1 Game mode (not in Season mode) the season stats reflect the 1994-95 season.

- To display the opposing team's stats, press the **left/right** directional arrows.

PLAYER CARDS

- To display the player's season statistics, press the **left/right** directional arrows.

- To cycle through all the players on the current team, press the **up/down** directional arrows.
- To cycle through all the NHL teams, press the **finger buttons**. R1 and R2 cycle forwards alphabetically. L1 and L2 cycle backwards alphabetically.

The Player Cards database provides an in-depth look at every player on every team. The attribute graphs on the right side give you a look at the relative strengths and weaknesses of the current player. The longer the red bar in the graph, the stronger the player is in that category.

ABORT GAME

The Abort Game command returns you directly to the Main menu. In Season and Playoff modes, no result is recorded.

On the Ice

Skating

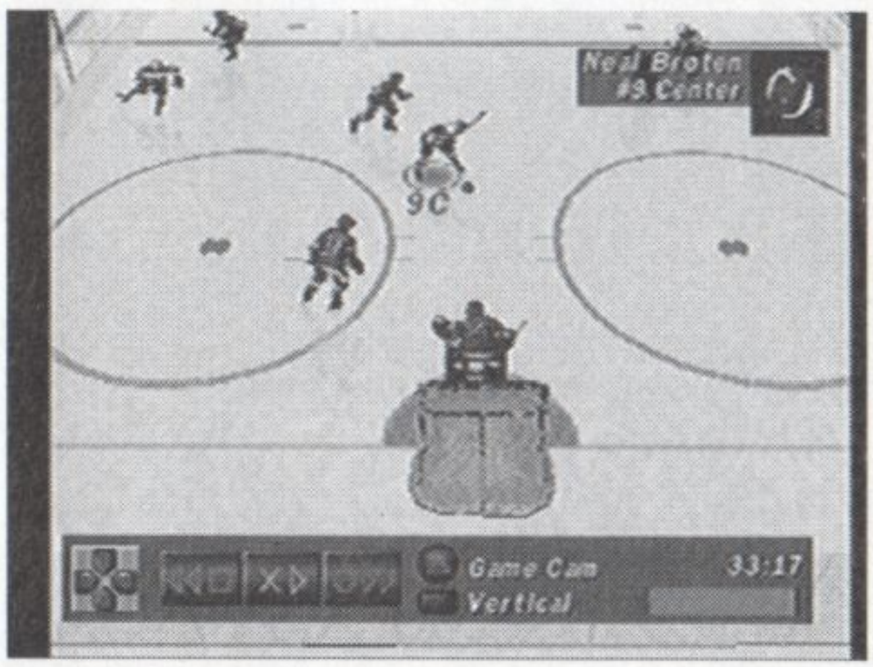
Skating is a breeze – just press the directional arrows and go. Player 1 controls the skater on the blue circle, while Player 2 controls the skater on the red circle. The puck-carrier,s circle is filled in solid.

When changing directions, you'll notice that you have to fight against your momentum for a few feet before turning around. You are, after all, on ice.

Passing

The □ button passes the puck. To aim the pass, use a directional arrow or combination of two adjacent directional arrows. If you don't aim the pass, the pass automatically goes toward the closest man you're facing.

Shooting



The ⊗ button shoots the puck at the goal. The arrows help you to aim your shot.

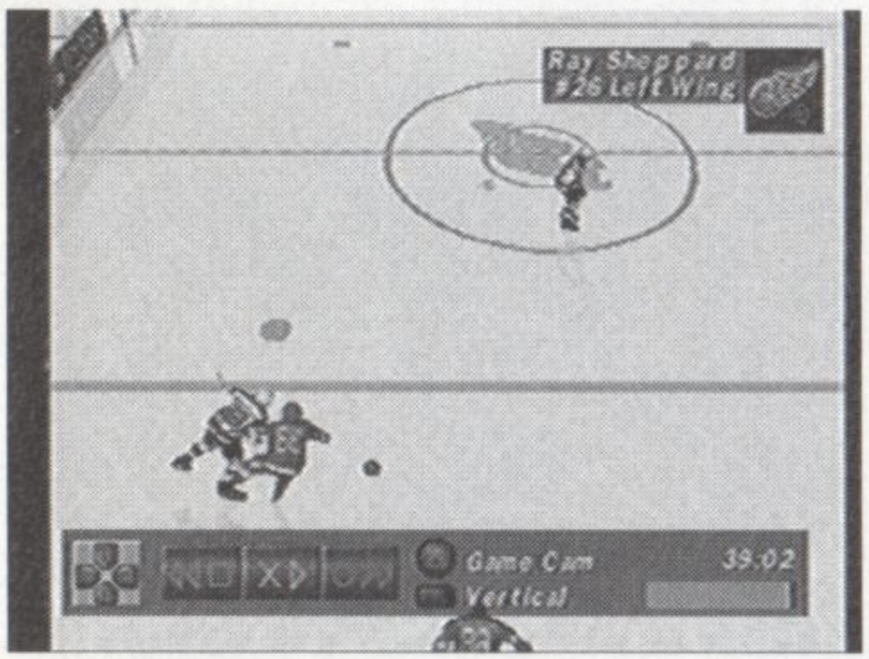
Up sends the puck high.
Down keeps the puck low.
Left/Right sends the puck left/right.

Combination button presses performed on close range shots aim the puck toward the corresponding corners of the net.

DEFENSE

Press the □ button to activate the man closest to the puck. When a teammate that you are not currently controlling captures the puck, you immediately take control of that man and are now on offense.

CHECKING



R1/R2 perform a Cross Check.

L1/L2 perform a Poke Check.

○ Button performs a Body Check.

You can't check while you're controlling the puck, but on defense you can let your opponents have it. There are three different checks: body check, cross check, and poke check. Your man must be close enough to the opponent to actually deliver the check. When you're not close enough to deliver the check, all three check commands give you a short burst of speed.

LINE CHANGES

When Line Changes are ON, the line change box(es) appears after every stoppage of play. The stamina of each line is represented by the bar next to the name of the line. While the line change box(es) remains on the screen, press the button corresponding to the line you wish to put on the ice.

If you change lines, you'll see a few men jump the boards to go off the ice while the replacements come on. If you don't press a button, the line change box will disappear after a few seconds and the current line will remain on the ice.

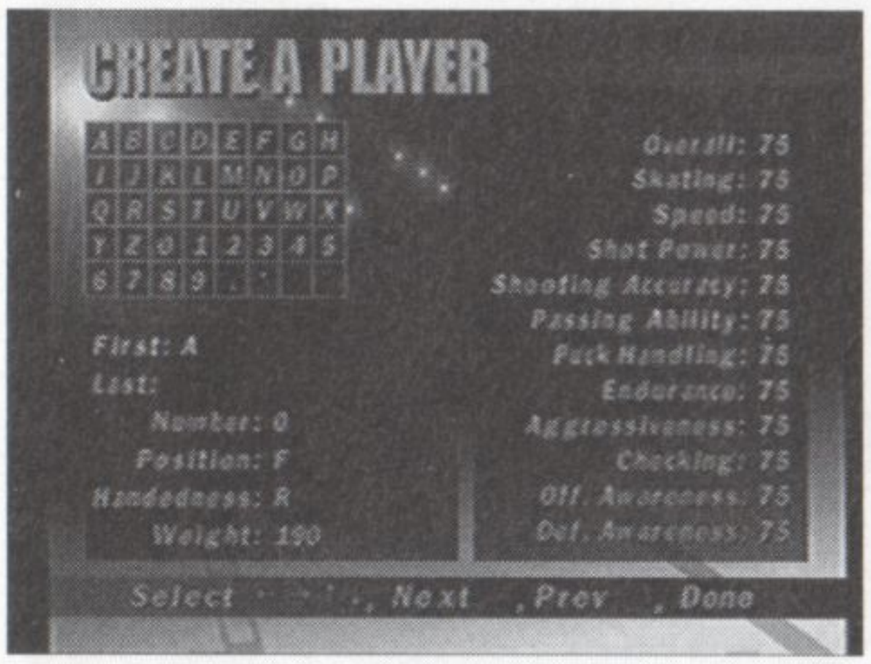
You can access your line change box whenever you have the puck.

- To bring up your line change box, press △.

Two Player - Teammates

When two players compete against the computer as teammates, Player 1 controls the man on the blue circle, and Player 2 controls the man on the red circle.

Create A Player



The Create A Player screen enables you to build players from scratch. The instructions below walk you through the creation of a player by the name of JOHNNY POWERPLAY. The instruction at the bottom of the screen will help you.

NAME THE PLAYER

If the First Name line is not highlighted, use the directional arrows to highlight the line and then press △. Now use the directional arrows to highlight 'J' in the character selection box. When 'J' is highlighted, press ⊗ to enter the letter.

Use the same method to enter the next letter, 'O'. When you've entered all the letters in the first name, enter a 'blank' space after the last character and then press △ to lock in the name.

Press the **down** directional arrow to highlight the Last Name line. Enter the last name, POWERPLAY, and then press △.

CHOOSE A JERSEY NUMBER

Jersey numbers range from 0-99. Mr. Powerplay should probably wear number 99. Press the **left/right** directional arrows to select a number, and then press the **down** directional arrow to highlight the Position line.

CHOOSE A POSITION

Mr. Powerplay's talents are probably best used on offense, but you can make him a defensemen or a goalie if you wish. Notice that you don't choose his exact position on a line, but only his basic position. Forwards can play Center or either Wing.

Press the **left/right** directional arrows to select his position, and then press the **down** arrow to highlight Handedness.

CHOOSE HIS HANDEDNESS

You have two choices: Left or Right. I'd make Powerplay a lefty. Now go down to Weight.

SET HIS WEIGHT

The top weight is 255 lbs. Any heavier and a guy has a tough time getting around the ice. The lowest weight is 150 lbs. Let's make Johnny a 195-pounder. Press the down arrow to move the highlight to the skill levels list.

SET HIS SKILL LEVELS

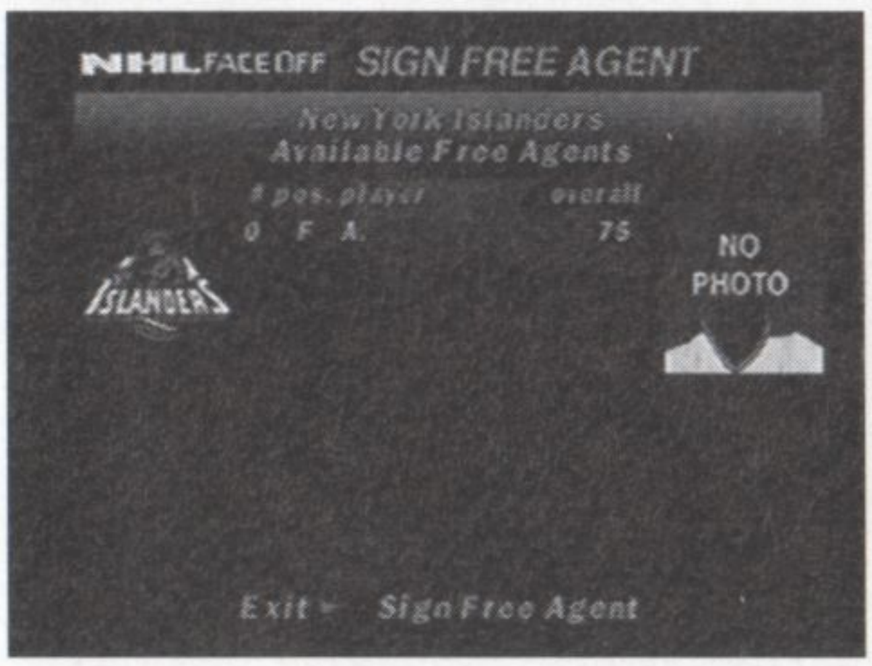
There are 12 skill settings. The number in each skill setting directly reflects Johnny's performance potential on the ice. You can crank them all up to 99 if you want to make him unstoppable. Bear in mind, though, the skill levels are relative. If everyone is a 99 in every category, then the value of a 99 is lost.

EDITING PREVIOUSLY CREATED PLAYERS

Press L1/R1 to cycle through all the created players. A RAM card holds up to 40 created players and free agents.

EXIT

When you're finished entering all the information, press START to return to the Main Menu. Johnny Powerplay will appear in Free Agent Draft pool.



SIGN FREE AGENT

Total Players:	17-25
Forwards:	9-15
Defensemen:	6-14
Goalies:	2-3

A team must have at least 17 and no more than 25 players. The rules break down as shown above.

You'll need to use these figures when releasing players back into the free agent draft pool in order not to violate the roster rules when signing a free agent.

Press the **left/right** arrows (or the finger buttons) to select the team that wants to sign a free agent. Use the **up/down** arrows to select the player to be signed. Press ⊗ to sign the player.

If there's a conflict with the rules, a message appears to indicate that the signing is not allowed. You'll need to release a player of the same position before you can sign the free agent. Having signed the free agent, make sure you edit your lines so that your new acquisition is used most effectively.

TRADE PLAYERS

The Trade screen is divided into two halves. You can execute one-for-one swaps between the two teams on the screen. If you want to execute more complicated trades, you'll need to use the Release Player and Sign Free Agent modes in addition to the Trade screen.

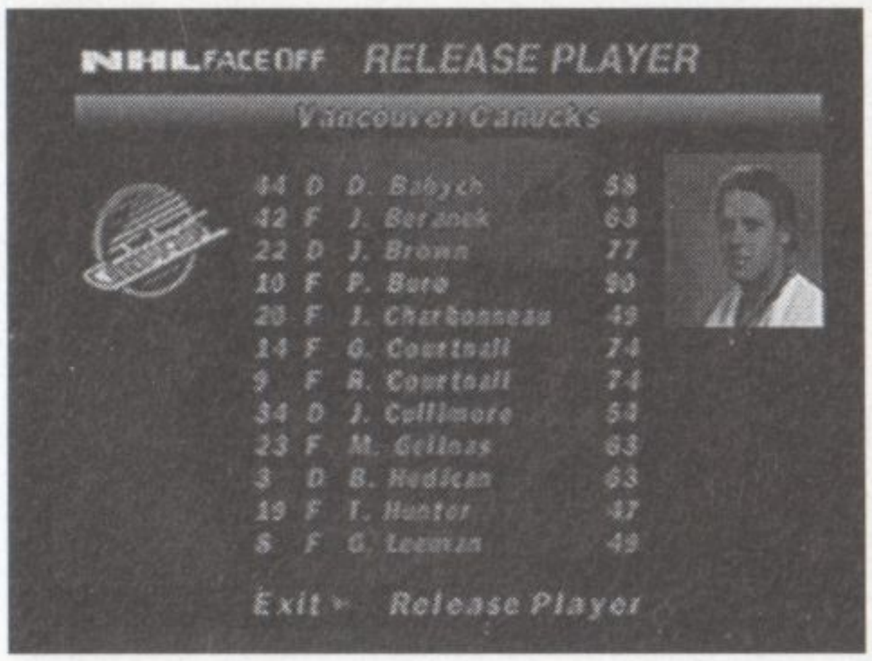
First, select a player from the top half of the screen.

- To cycle through the teams, press the **left/right** arrows.
- To scroll the highlight bar **up/down** the player roster, press the **up/down** arrows.
- To select the highlighted player, press ⊗.

Now select a player from the bottom half of the screen. Use the same commands outlined above.

- To execute the trade, press ◎.
- To return to the Main menu, press **START**.

RELEASE PLAYER


NHL FACEOFF RELEASE PLAYER
Vancouver Canucks
44 D D. Babych 58
42 F J. Beranek 63
22 D J. Brown 77
10 F P. Bure 90
20 F J. Charbonneau 49
14 F G. Courtnall 74
9 F R. Courtnall 74
34 D J. Cullimore 54
23 F M. Gelinas 63
3 D B. Hedican 63
19 F T. Hunter 47
8 F G. Leeman 49
Exit ← Release Player

Press the **left/right** arrows (or the finger buttons) to select the team that wants to release a player.

Use the **up/down** arrows to select the player to be released. Press ⊗ to release the player.

In order to sign Free Agents, you'll often need to release players. Released players go into the Free Agent draft pool. The Free Agent pool can contain up to 40 free agents and created players.

PLAYOFFS

There are two Playoff formats: single elimination and best-of-seven series. In both formats, the computer creates the pairings after Player 1 chooses a team on the Main menu.

SEASON PLAY

New Jersey Devils
OCT
SUN MON TUE WED THU FRI SAT
Home
Away
1 2
3 4 5 CGY 6 7 8 DET 9
10 ANA 11 12 HFD 13 14 15 16 MTL
17 18 19 PHI 20 21 OTT 22 23 NYR
24 25 26 HFD 27 28 EDM 29 TB 30
←↑↓→ ✕ Select Game ○ View Month ▸ Exit

- To page through the calendar months, press the **left/right** arrows.
- To play a game on the current calendar page, press ⊗.
- To select a game, use the arrows to move the cursor box to the desired game, and then press □.

In Season mode, you can choose to play as few or as many games on the calendar as you wish. The only rule is that you have to play them in chronological order. The computer generates win/loss results for all the games you skip over.

Results for all the unplayed games scheduled before the game you selected are generate by the computer. If you change your mind and wish to play a different game, press ◎ and repeat the process outlined above.

- To play the game you selected, press **START**.

CREDITS

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Casey Vandenheuvel – *Maple Leaf Gardens*
Zack Hill – *Philadelphia Flyers*
Renee Petvichevich – *Pittsburgh Penguins*
Jean Martheau – *Quebec Nordiques*
Mike Eiskant – *St. Louis Blues*
Jeff Trammel – *St. Louis Blues*
Cary Herer – *Starter*
Carrie Schuldt – *Tampa Bay Lightning*
Gord Dimytriw – *Winnipeg Jets*
Richard Narin – *Winnipeg Jets*

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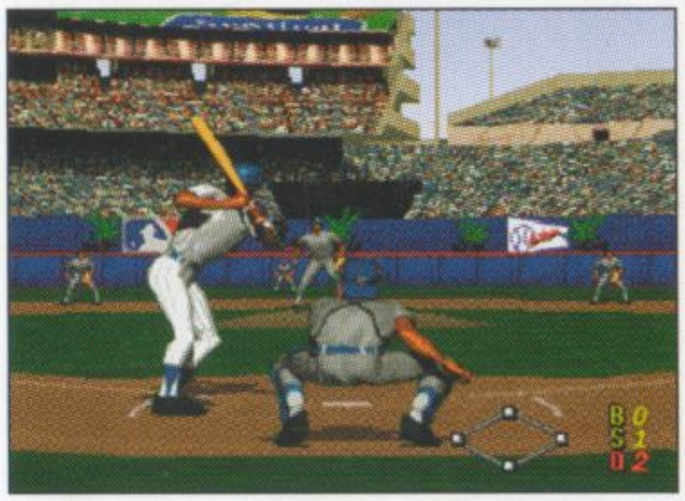
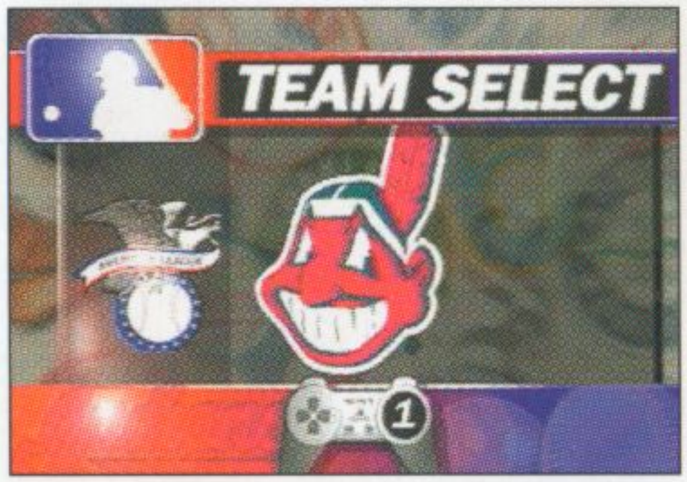
MLB™ PENNANT RACE™

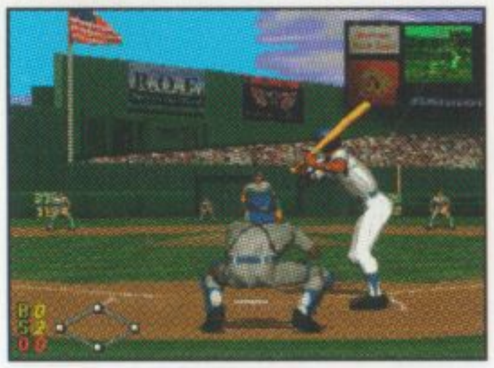


- All 28 Major League Baseball™ teams
- MLBPA license - Over 700 real MLBPA players
- All 28 stadiums fully texture mapped in 3-D
- Home Run Derby™, Exhibition, Season, Playoffs, All-Star Game™ & the World Series™

YoU Are Not REaDy!



- All the Real Uniforms, home & away, with the real team logos
- Simulation mode for the baseball fanatic & Arcade mode for quick game play



- Trade Players & Sign Free Agents or create your own player & put yourself or your friends in the game!
- Complete Strategy Control allows you to shift infield & outfield and change depths
- Real MLB announcer, player photos,and real player attributes create a new Major League™ experience

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